

PATENT APPLICATION FEE DETERMINATION RECORD
Effective November 10, 1998

Application or Docket Number

09 314637

CLAIMS AS FILED - PART I

FOR	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	10 minus 20 = *	
INDEPENDENT CLAIMS	2 minus 3 = *	
MULTIPLE DEPENDENT CLAIM PRESENT		

* If the difference in column 1 is less than zero, enter "0" in column 2

CLAIMS AS AMENDED - PART II

AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT		(Column 1)	(Column 2)	(Column 3)
			Minus	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	* 14	Minus	** 20	= 0	
Independent	* 3	Minus	** 2	= 0	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT		(Column 1)	(Column 2)	(Column 3)
			Minus	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=	
Independent	*	Minus	***	=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT		(Column 1)	(Column 2)	(Column 3)
			Minus	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=	
Independent	*	Minus	***	=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM					

- * If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
- ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
- *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

SMALL ENTITY TYPE	OTHER THAN OR SMALL ENTITY
RATE	FEES
	380.00
OR	760.00
X\$ 9=	
OR	X\$18=
X39=	
OR	X78=
+130=	
OR	+260=
TOTAL	060
OR	TOTAL

SMALL ENTITY	OTHER THAN OR SMALL ENTITY
RATE	ADDI-TIONAL FEE
X\$ 9=	
OR	X\$18=
X39=	
OR	X78=
+130=	
OR	+260=
TOTAL ADDIT. FEE	0
OR	TOTAL ADDIT. FEE

RATE	ADDI-TIONAL FEE
X\$ 9=	
OR	X\$18=
X39=	
OR	X78=
+130=	
OR	+260=
TOTAL ADDIT. FEE	0
OR	TOTAL ADDIT. FEE

RATE	ADDI-TIONAL FEE
X\$ 9=	
OR	X\$18=
X39=	
OR	X78=
+130=	
OR	+260=
TOTAL ADDIT. FEE	0
OR	TOTAL ADDIT. FEE